MICROWAVE
By: Jay P. Zimmermann
& James L. Nitchals
A product of:
CAVALIER COMPUTER
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STORYLINE

Life is tough for Teddy the Salvage Man. Although he glories in the prestige and fame associated with being the very **BEST** salvage man in the galaxy, he is constantly plagued by hordes of parasitic aliens, who delight in wreaking havoc on Teddy's salvage missions.

Teddy's job is simple enough — to patrol spaceships, picking up faulty equipment and repairing flight computers. As a nine to five job, it pays the bills, and Teddy delights in being his own boss. However, these decadent, devious aliens have it in for Teddy, and are intent on putting an end to his good deeds forever. Not only do they sabotage his missions by dropping explosive bombs in his path, but they attempt physical assaults on his very person, often with fatal results.

Teddy, being a pacifist, hates to confront these diabolical demons, but after years of hardship and futile attempts at making nice, he has finally gotten wise. He now keeps a handy supply of dangerous **MICROWAVE** dishes with him wherever he goes, ready to aim them at unsuspecting aliens. Power packs are needed in order to utilize the microwave surprises. However, to get those power packs, Teddy must bypass the daringly destructive aliens! Obviously, workmen's compensation does not cover all occupational hazards for poor Teddy.

For each mission, Teddy has a limited budget, and therefore a limited life support system. He must work quickly and cautiously on each job he attempts, melting down the viciously cruel aliens before he is terminated. Teddy finds his job very rewarding, but not everyone has the stamina to endure it — do you?

A Cavalier Computer Corporation Production
of a Zimmermann/Nitchals release

STARRING
Teddy, The Salvage Man

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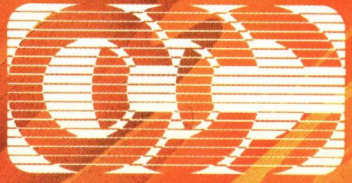
Teddy is the very best salvage man in the galaxy, but that doesn't prevent decadent aliens from sabotaging his missions. Can Teddy overcome his pacifist roots, melting down the viciously, volatile, vixens with his trusty MICROWAVE Dishes? Or will the aliens make a widow of Mrs. Teddy? Only you can decide . . .



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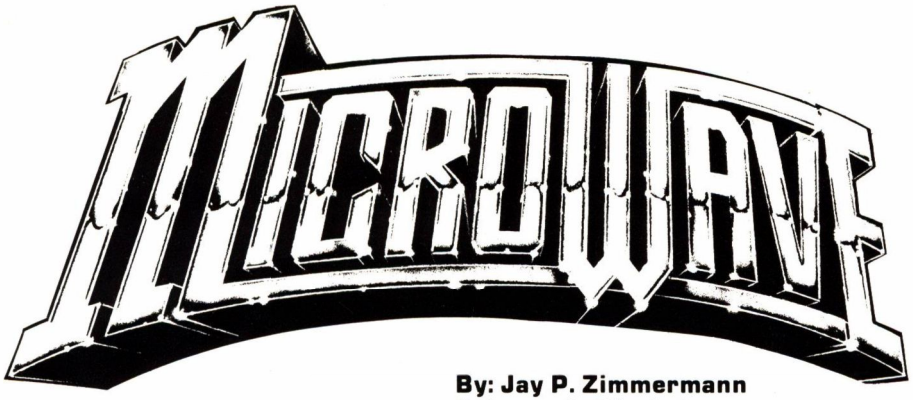

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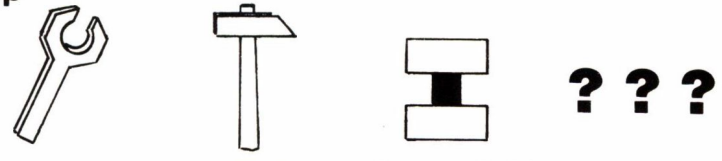
STARTING THE GAME

Insert your Microwave diskette into Drive #1 in slot 6 and boot. When the menu apears, you're ready to choose the options.

GAME STRATEGY

Pick up tools and other usable items, avoiding the aliens at all times. If you are threatened by an alien, drop a Microwave dish. Dishes automatically drop behind the player. Pick up power packs. Power packs are necessary to drop Microwave dishes, so do your best to get them all. Avoid bombs, which aliens can drop (bombs will change color before exploding). Teddy can only escape when he's finished retrieving the equipment.

Pick Up



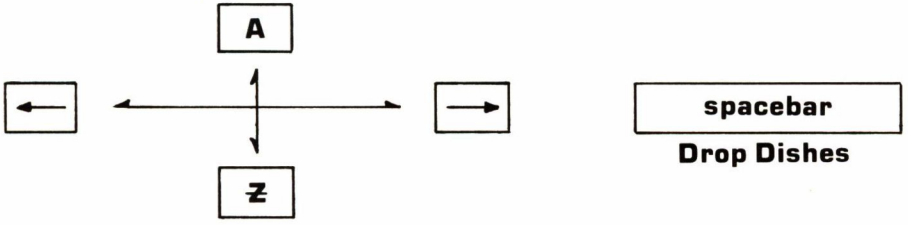
WRENCH **HAMMER** **POWER PACKS**

Avoid

MICROWAVE BEAMS **BOMBS** **ALIENS**

CONTROLS

Keyboard



Joystick

Use the joystick to move the player. Use button ø to drop dishes.

SPECIAL OPTIONS

Control-S: disable sound effects
Control-C: redefine player controls
K: begin game in keyboard mode

Push button # ø or 1 to begin game with joystick control

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WARRANTY

If your diskette should go bad within 30 days of purchase, return it with packaging and we will send you a new copy. After 30 days, include a $5 service charge.